```
VegaConfig
+ axis axis
+ axis joy

    axis inverse

    hatswitch

    + hatswitch margin

+ hatswitch axis
+ hatswitch joystick
# variables
# bindings
# colors
# map variables
# map colors
# hs value index
+ VegaConfig()
+ ~VegaConfig()
+ getColor()
+ getColor()
+ gethColor()
+ getColor()
+ getVariable()
+ getVariable()
+ findSection()
+ findEntry()
+ setVariable()
+ setVariable()
+ setVariable()
+ Variables()
+ bindKeys()
# getVariable()
# checkConfig()
# doVariables()
# checkSection()
# checkVar()
# doSection()
# doVar()
# doColors()
# checkColor()
# doBindings()
# checkBind()
# doAxis()
# checkHatswitch()
 GameVegaConfig
```

+ GameVegaConfig()